

FIG. 1

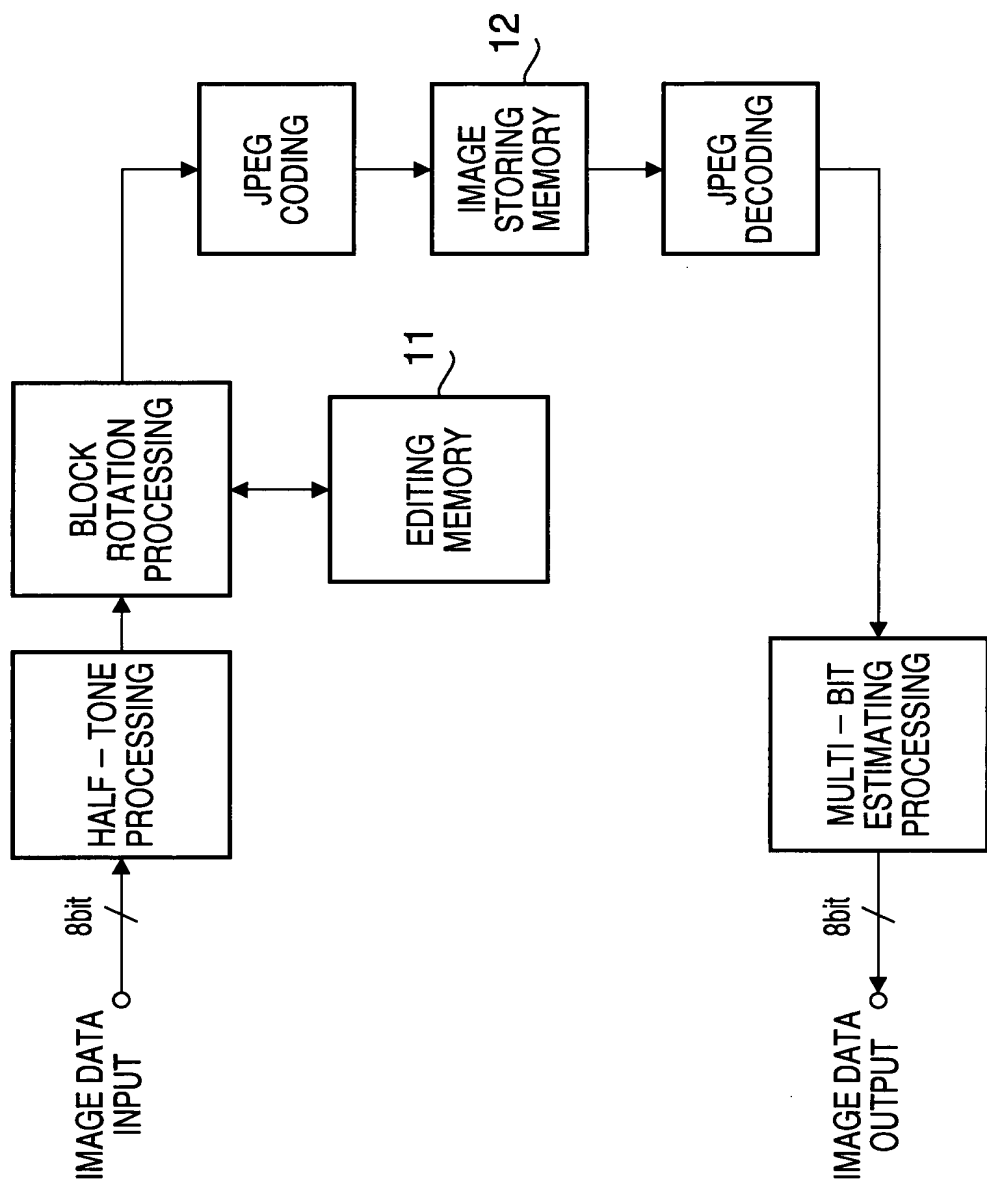


FIG. 2

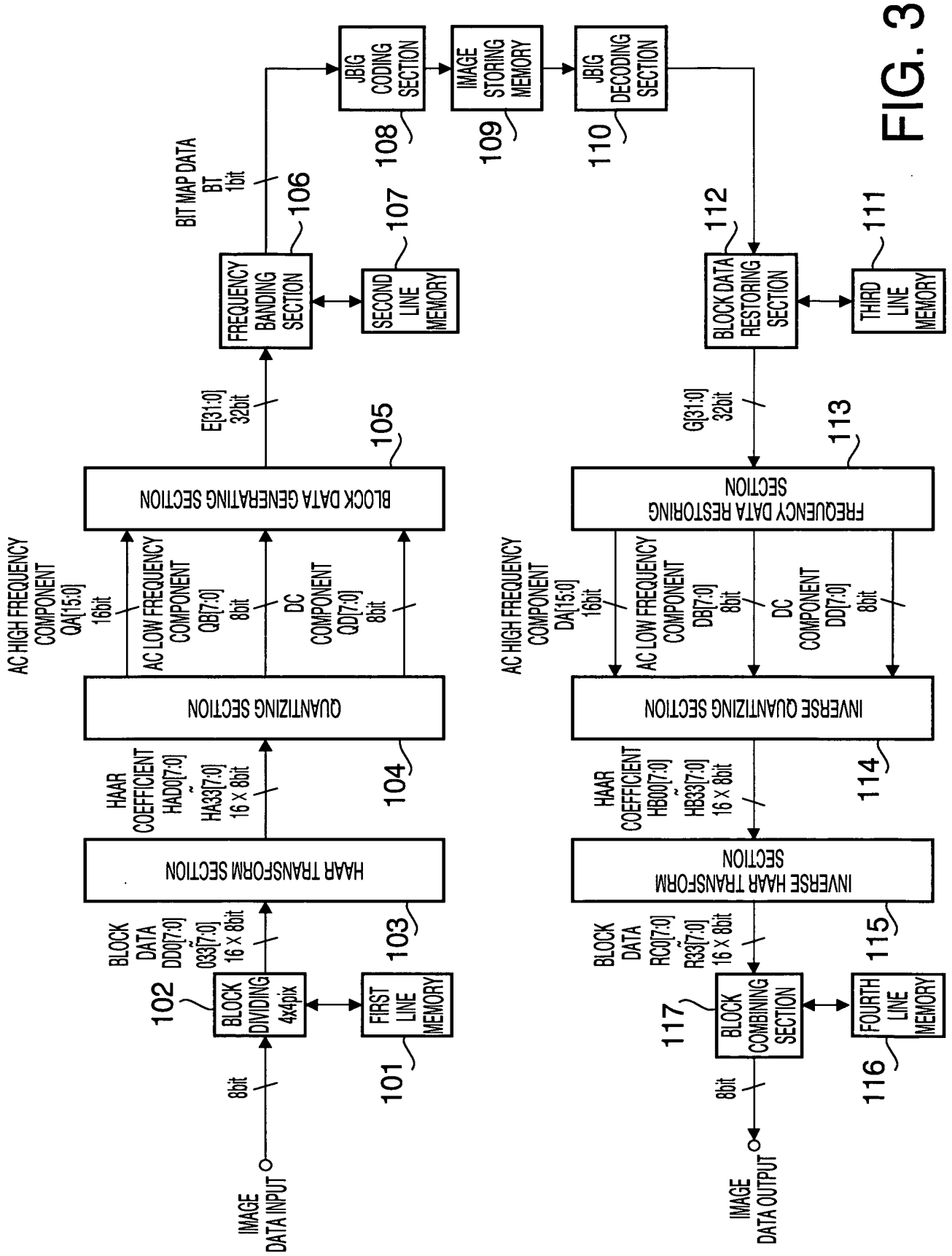
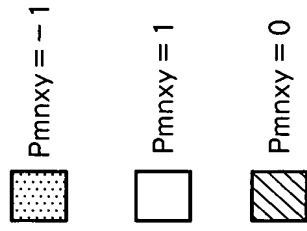


FIG. 3

PRIMARY PATTERN(P_mn_{xy})
(MN ARE OMITTED IN THE FIGURE)



m = 0				m = 1				m = 2				m = 3			
P00	P01	P02	P03	P00	P01	P02	P03	P00	P01			P02	P03		
P10	P11	P12	P13	P10	P11	P12	P13	P10	P11			P12	P13		
P20	P21	P22	P23	P20	P21	P22	P23	P20	P21			P22	P23		
P30	P31	P32	P33	P30	P31	P32	P33	P30	P31			P32	P33		
P00	P01	P02	P03	P00	P01	P02	P03	P00	P01			P02	P03		
P10	P11	P12	P13	P10	P11	P12	P13	P10	P11			P12	P13		
P20	P21	P22	P23	P20	P21	P22	P23	P20	P21			P22	P23		
P30	P31	P32	P33	P30	P31	P32	P33	P30	P31			P32	P33		
P00	P01	P02	P03	P00	P01	P02	P03	P00	P01			P02	P03		
P10	P11	P12	P13	P10	P11	P12	P13	P10	P11			P12	P13		
P20	P21	P22	P23	P20	P21	P22	P23	P20	P21			P22	P23		
P30	P31	P32	P33	P30	P31	P32	P33	P30	P31			P32	P33		
P00	P01	P02	P03	P00	P01	P02	P03	P00	P01			P02	P03		
P10	P11	P12	P13	P10	P11	P12	P13	P10	P11			P12	P13		
P20	P21	P22	P23	P20	P21	P22	P23	P20	P21			P22	P23		
P30	P31	P32	P33	P30	P31	P32	P33	P30	P31			P32	P33		

FIG. 4

HA00 (DC COMPONENT)

HA03 (AC600dpi COMPONENT)	HA13 (AC600dpi COMPONENT)	HA23 (AC600dpi COMPONENT)	HA33 (AC600dpi COMPONENT)
HA02 (AC600dpi COMPONENT)	HA12 (AC600dpi COMPONENT)	HA22 (AC600dpi COMPONENT)	HA32 (AC600dpi COMPONENT)
HA01 (AC300dpi COMPONENT)	HA11 (AC300dpi COMPONENT)	HA21 (AC600dpi COMPONENT)	HA31 (AC600dpi COMPONENT)
HA00 (DC COMPONENT)	HA10 (AC300dpi COMPONENT)	HA20 (AC600dpi COMPONENT)	HA30 (AC600dpi COMPONENT)

FIG. 5

FIG. 6

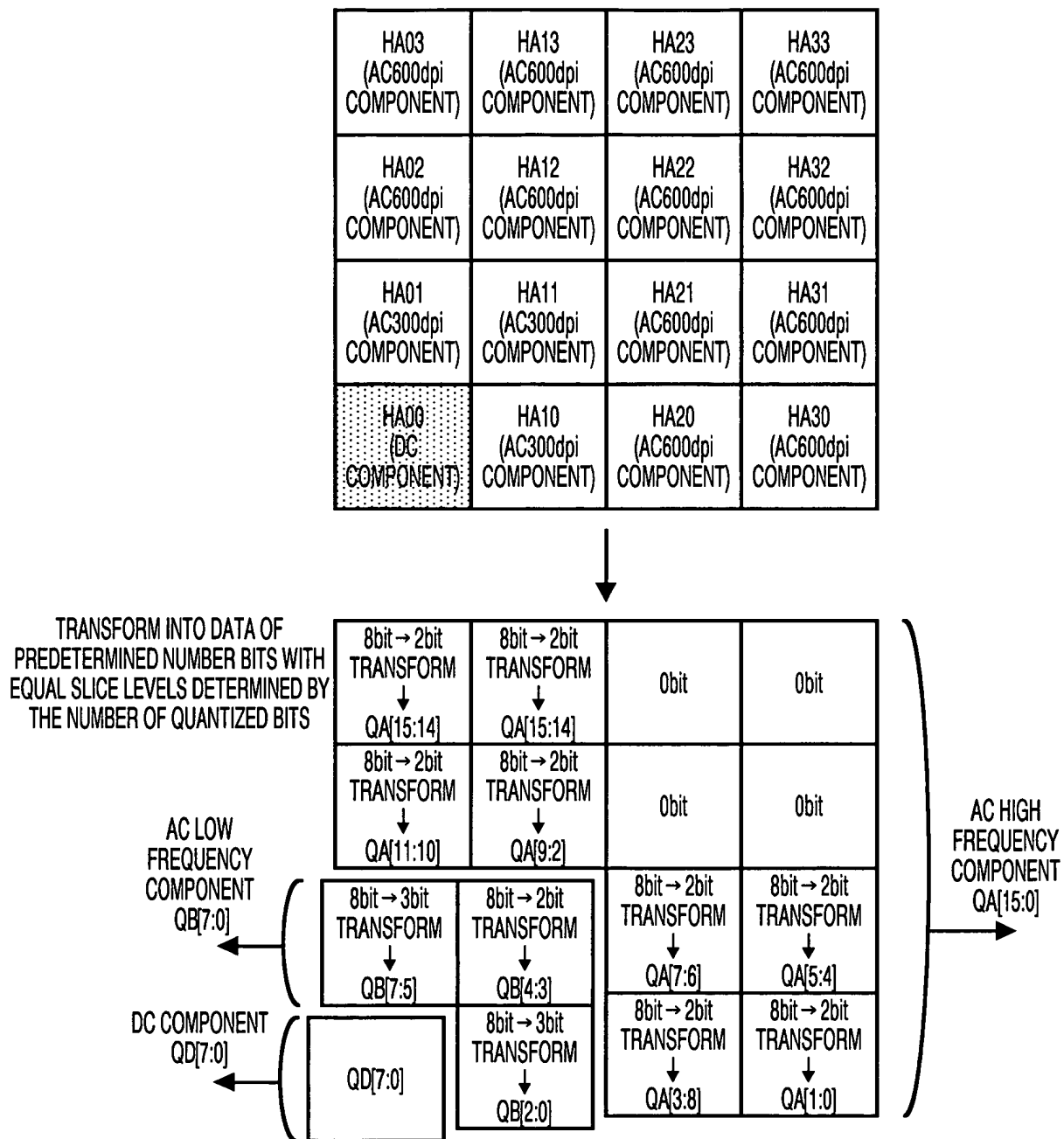


FIG. 6

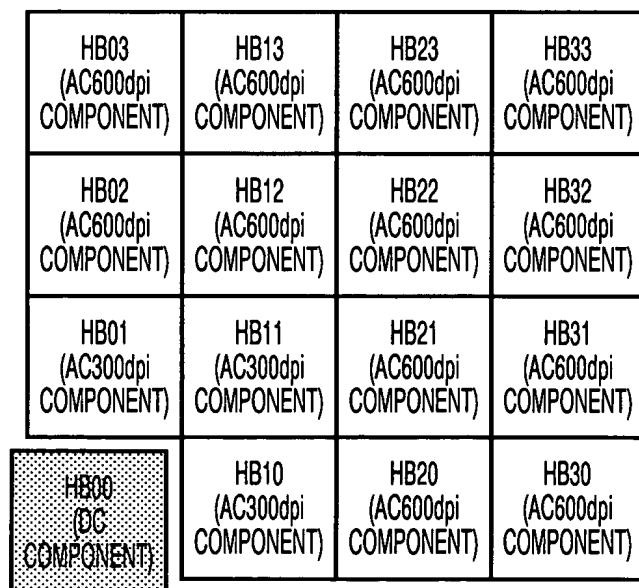
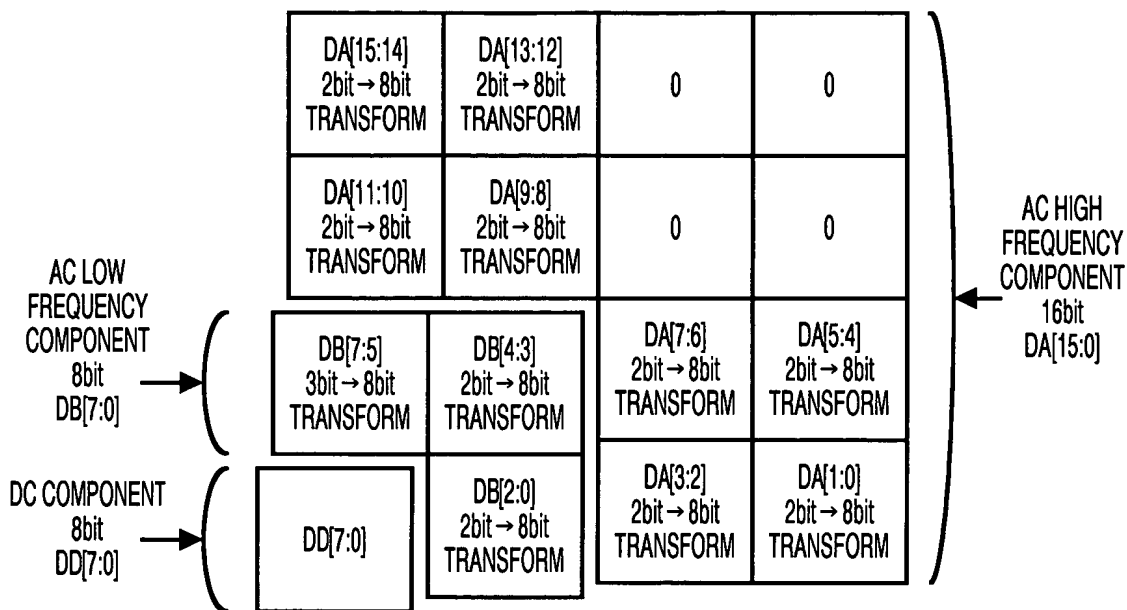
[illegible]

BIT MAP PATTERN ARRANGEMENT

FIG. 7

A 10x10 grid of black and white squares. The pattern is highly irregular and noisy, with black squares scattered across the grid. The distribution of black squares is not uniform, with some rows and columns having more black squares than others. The overall appearance is that of a corrupted or noisy image.

FIG. 8



INVERSE QUANTIZATION PROCESSING

FIG. 9

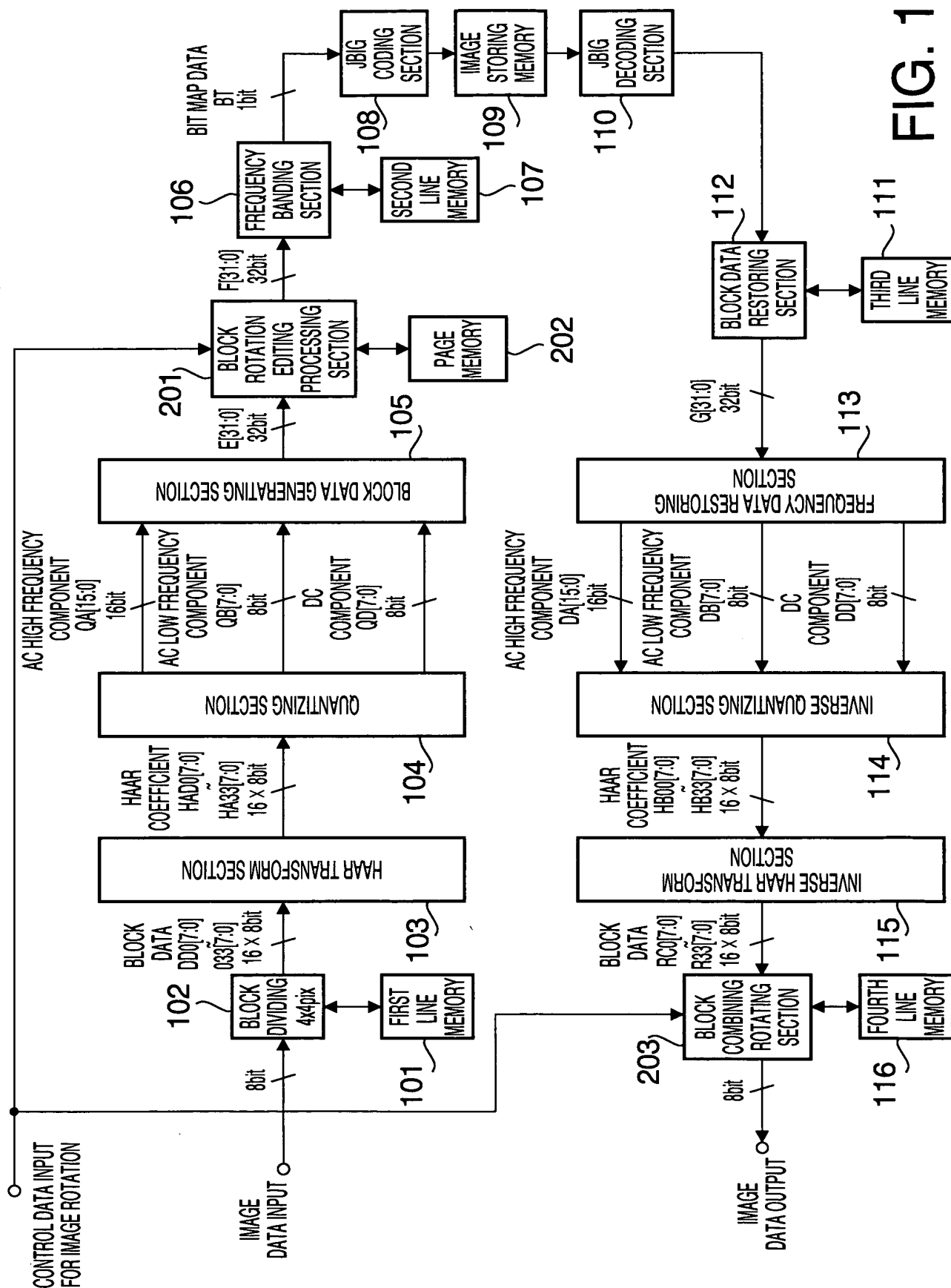


FIG. 10

PAGE MEMORY WRITE ORDER

E00	E10	E20	E30
F	F	F	F
E01	E11	E21	E31
F	F	F	F
E02	E12	E22	E32
F	F	F	F
E03	E13	E23	E33
F	F	F	F
E04	E14	E24	E34
F	F	F	F

PAGE MEMORY READ ORDER
 $F_{x,y}[31:0] = E_{3-y,x}[31:0]$

COUNTERCLOCKWISE
90° ROTATION

E30	E31	E32	E33	E34
F	F	F	F	F
E20	E21	E22	E23	E24
F	F	F	F	F
E10	E11	E12	E13	E14
F	F	F	F	F
E00	E01	E02	E03	E04
F	F	F	F	F

NOTE) F IS INDICATIVE OF DIRECTION
OF IMAGE IN BLOCK

BLOCK ROTATION EDITING PROCESSING

FIG. 11

Ea00	Ea10	Ea20	Ea30	Eb00	Eb10	Eb20	Eb30
F	F	F	F	F	F	F	F
Ea01	Ea11	Ea21	Ea31	Eb01	Eb11	Eb21	Eb31
F	F	F	F	F	F	F	F
Ea02	Ea12	Ea22	Ea32	Eb02	Eb12	Eb22	Eb32
F	F	F	F	F	F	F	F
Ea03	Ea13	Ea23	Ea33	Eb03	Eb13	Eb23	Eb33
F	F	F	F	F	F	F	F
Ea04	Ea14	Ea24	Ea34	Eb04	Eb14	Eb24	Eb34
F	F	F	F	F	F	F	F



Ea00	Ea10	Ea20	Ea30	Eb00	Eb10	Eb20	Eb30
F	F	F	F	F	F	F	F
Ea01	Ea11	Ea21	Ea31	Eb01	Eb11	Eb21	Eb31
F	F	F	F	F	F	F	F
Ea02	Ea12	Ea22	Ea32	Eb02	Eb12	Eb22	Eb32
F	F	F	F	F	F	F	F
Ea03	Ea13	Ea23	Ea33	Eb03	Eb13	Eb23	Eb33
F	F	F	F	F	F	F	F
Ea04	Ea14	Ea24	Ea34	Eb04	Eb14	Eb24	Eb34
F	F	F	F	F	F	F	F

IMAGE COMBINING EDITING PROCESSING

FIG. 13

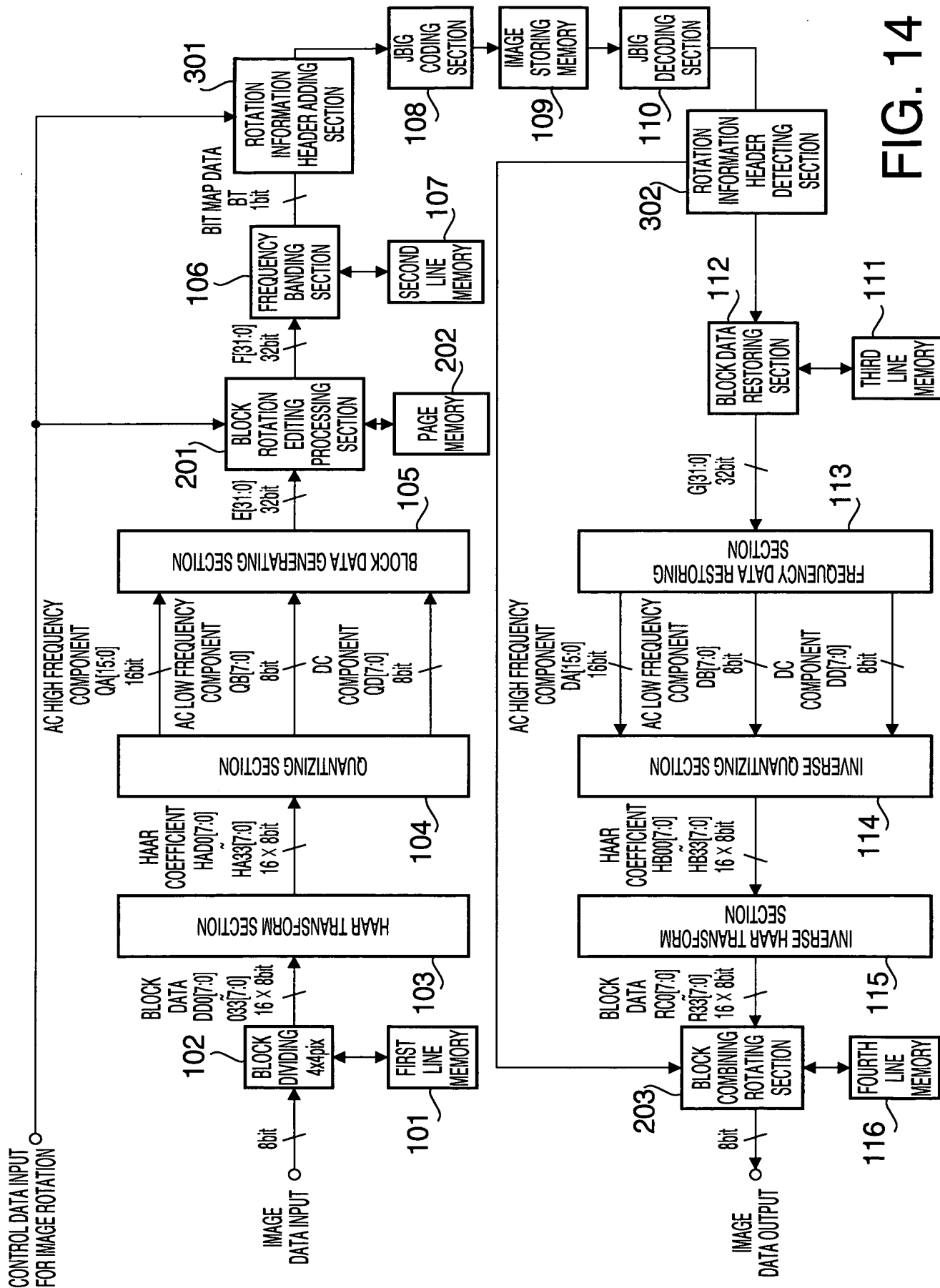


FIG. 14



FIG. 16

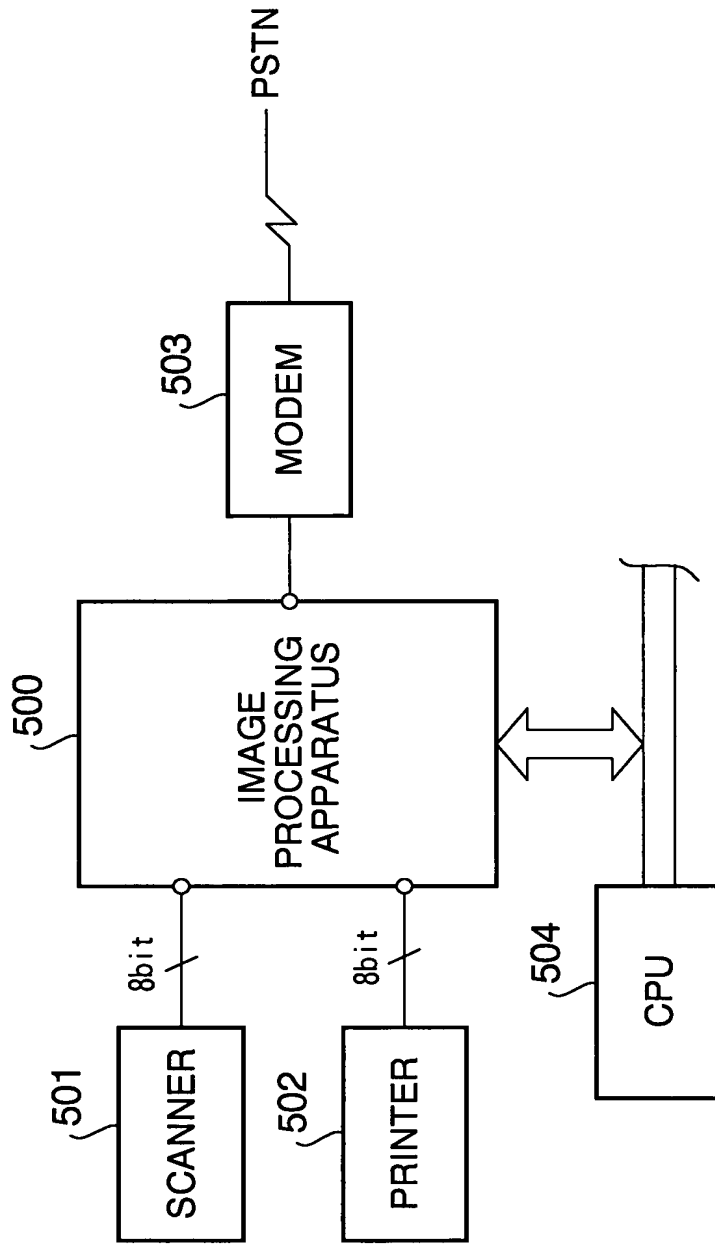


FIG. 16